

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - a plurality of locations including a first location, wherein the
  - 5 plurality of said locations form a path;
  - at least one symbol adapted to make a plurality of moves to a plurality of the locations;
  - at least one setback condition associated with at least one of the locations along the path;
  - 10 a display device operable to display said symbol and the locations; and
  - a processor operable with the display device to cause the symbol to move to at least one location along the path toward the first location, relocate the symbol to one of the locations along the path further
  - 15 from the first location if the symbol moves to the location associated with the setback condition, terminate the movement of the symbol if the symbol moves to the first location, and provide a player an award based on the number of locations the symbol is moved to before the symbol moves to the first location.
- 20 2. The gaming device of Claim 1, which includes at least one advance condition associated with at least one of said locations along the path.
3. The gaming device of Claim 2, wherein said processor is
- 25 operable to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

4. The gaming device of Claim 1, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

5. A gaming device comprising:  
5 a game operable upon a wager by a player;  
a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;  
at least one symbol adapted to make a plurality of moves to a plurality of the locations;  
10 at least one setback condition associated with at least one of the locations along the path; and  
a triggering event associated with said game, wherein after the occurrence of said triggering event the symbol is moved to at least one location along the path toward the first location, the symbol is relocated to one  
15 of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, the symbol movement terminates if the symbol is moved to the first location, and the player is provided an award based on the number of locations the symbol is moved to before the symbol moves to the first location.

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6. The gaming device of Claim 5, which includes at least one advance condition associated with at least one of the locations along the path.

7. The gaming device of Claim 6, wherein the symbol is relocated  
25 to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

8. The gaming device of Claim 5, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

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9. A gaming device comprising:  
a plurality of locations including a first location, wherein the plurality of said locations form a path;  
a plurality of awards associated with a plurality of said locations;  
5 at least one symbol adapted to make a plurality of moves to a plurality of the locations;  
at least one setback condition associated with at least one of the locations along the path;  
a display device operable to display said symbol and the  
10 locations; and  
a processor operable with the display device to cause the symbol to move to at least one location along the path toward the first location, provide a player any award associated with the location of the symbol, relocate the symbol to one of the locations along the path further from  
15 the first location if the symbol moves to the location associated with the setback condition and terminate the movement of the symbol if the symbol moves to the first location.

10. The gaming device of Claim 9, wherein the processor is  
20 operable to provide the player at least one award based on the number of locations the symbol is moved to.

11. The gaming device of Claim 9, wherein the processor is  
25 operable to provide the player at least one award based on the number of different locations the symbol is moved to.

12. The gaming device of Claim 9, which includes at least one advance condition associated with at least one of said locations along the path.

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13. The gaming device of Claim 12, wherein said processor is operable to relocate the symbol to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

5           14. The gaming device of Claim 9, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

15. A gaming device comprising:  
a primary game operable upon a wager by a player;  
10           a plurality of locations including a first location, wherein the plurality of said locations form a path;  
a plurality of awards associated with a plurality of said locations along the path;  
at least one symbol adapted to make a plurality of moves to a  
15           plurality of the locations;  
at least one setback condition associated with at least one of the locations along the path; and  
a triggering event associated with said primary game, wherein  
after the occurrence of said triggering event the symbol is moved to at least  
20           one location along the path toward the first location, the player is provided any award associated with the location of the symbol, the symbol is relocated to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, and the symbol movement terminates if the symbol is moved to the first location.

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16. The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.

17. The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

5           18. The gaming device of Claim 15, which includes at least one advance condition associated with at least one location along the path.

10           19. The gaming device of Claim 18, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

20. The gaming device of Claim 15, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

21. A gaming device comprising:

- a plurality of locations including a first location, wherein the plurality of said locations form a path;
- 5 a plurality of awards associated with a plurality of locations along the path;
- at least one symbol adapted to make a plurality of moves to a plurality of the locations;
- at least one setback condition associated with at least one of the
- 10 locations along the path;
- a display device operable to display said symbol and the locations; and
- a processor operable with the display device to cause the symbol to move to at least one location along the path toward the first
- 15 location, relocate the symbol to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, terminate the movement of the symbol if the symbol moves to the first location, and provide a player a total award based on any award associated with any of the locations the symbol is moved to and the number
- 20 of locations the symbol is moved to before the symbol moves to the first location.

22. The gaming device of Claim 21, which includes at least one advance condition associated with at least one of said locations along the

25 path.

23. The gaming device of Claim 22, wherein said processor is operable to relocate the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the

30 advance condition.

24. The gaming device of Claim 21, which includes a plurality of setback conditions associated with a plurality of said locations along the path.

25. A gaming device comprising:  
5 a game operable upon a wager by a player;  
a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;  
a plurality of awards associated with a plurality of said locations along the path;  
10 at least one symbol adapted to make a plurality of moves to a plurality of the locations;  
at least one setback condition associated with at least one of the locations along the path; and  
a triggering event associated with said game, wherein after the  
15 occurrence of said triggering event the symbol is moved to at least one location along the path toward the first location, the symbol is relocated to one of the locations along the path further from the first location if the symbol moves to the location associated with the setback condition, the symbol movement terminates if the symbol is moved to the first location, and the  
20 player is provided a total award based on any award associated with any of the locations the symbol is moved to and the number of locations the symbol is moved to before the symbol moves to the first location.

26. The gaming device of Claim 25, which includes at least one  
25 advance condition associated with at least one of the locations along the path.

27. The gaming device of Claim 26, wherein the symbol is relocated to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

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28. The gaming device of Claim 25, which includes a plurality of setback conditions associated with a plurality of the locations along the path.

29. A gaming device comprising:  
5 a first location;  
a second location;  
a plurality of locations including a plurality of locations which form a path between said first location and said second location;  
at least one symbol adapted to make a plurality of moves to a  
10 plurality of the locations;  
at least one setback condition associated with at least one location along the path;  
a display device operable to display said symbol and the locations; and  
15 a processor operable with the display device to cause the symbol to move to different locations along the path from the first location toward the second location, relocate the symbol to one of the locations along the path toward the first location and further from the second location if the symbol moves to the location associated with the setback condition, terminate  
20 the movement of the symbol if the symbol moves to one of the locations that is not between the first location and the second location, and provide a player an award based on the number of locations the symbol is moved to before the symbol moves to one of the locations that is not between the first location and the second location.

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30. The gaming device of Claim 29, wherein each of said plurality of locations are between said first location and said second location.

31. The gaming device of Claim 29, which includes at least one  
30 advance condition associated with at least one of said locations along the path.



32. The gaming device of Claim 31, wherein said processor is operable to relocate the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the location associated with the advance condition.

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33. The gaming device of Claim 29, which includes a plurality of setback conditions associated with a plurality of said locations along the path.

34. A gaming device comprising:  
10 a primary game operable upon a wager by a player;  
a first location;  
a second location;  
a plurality of locations, wherein a plurality of said locations form  
a path between said first location and said second location;  
15 at least one symbol adapted to make a plurality of moves to a  
plurality of the locations;  
at least one setback condition associated with at least one  
location along the path; and  
a triggering event associated with said primary game, wherein  
20 after the occurrence of said triggering event the symbol is moved from the first  
location to one of the locations along the path toward the second location, the  
symbol is relocated to one of the locations along the path toward the first  
location and further from the second location if the symbol moves to the  
location associated with the setback condition, the symbol is moved to  
25 another one of the locations toward the second location and further from the  
first location wherein the movement of the symbol terminates if the symbol is  
moved to one of the locations that is not between the first location and the  
second location, and the player is provided an award based on the number of  
locations the symbol is moved to before the symbol moves to one of the  
30 locations that is not between the first location and the second location.

35. The gaming device of Claim 34, which includes at least one advance condition associated with at least one location along the path.

36. The gaming device of Claim 35, wherein the symbol is relocated  
5 to one of the locations toward the second location and further from the first location if the symbol moves to the location associated with the advance condition.

37. The gaming device of Claim 34, which includes a plurality of  
10 setback conditions associated with a plurality of the locations along the path.

38. A gaming device comprising:  
a first location;  
a second location;  
5 a plurality of locations, wherein a plurality of said locations form  
a path between said first location and said second location;  
a plurality of awards associated with a plurality of said locations  
along the path;  
at least one symbol adapted to make a plurality of moves to a  
10 plurality of the locations;  
at least one setback condition associated with at least one  
location along the path;  
a display device operable to display said symbol and the  
locations; and  
15 a processor operable with the display device to cause the  
symbol to move to different locations along the path from the first location  
toward the second location, provide a player any award associated with the  
location of the symbol, relocate the symbol to one of the locations along the  
path toward the first location and further from the second location if the  
20 symbol moves to the location associated with the setback condition, and  
terminate the movement of the symbol if the symbol moves to one of the  
locations that is not between the first location and the second location.

39. The gaming device of Claim 38, wherein the processor is  
25 operable to provide the player at least one award based on the number of  
locations the symbol is moved to.

40. The gaming device of Claim 38, wherein the processor is  
operable to provide the player at least one award based on the number of  
30 different locations the symbol is moved to.

41. The gaming device of Claim 38, wherein each of said plurality of locations are between said first location and said second location.

5 42. The gaming device of Claim 38, which includes at least one advance condition associated with at least one of said locations along the path.

10 43. The gaming device of Claim 42, wherein said processor is operable to relocate the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the location associated with the advance condition.

15 44. The gaming device of Claim 38, which includes a plurality of setback conditions associated with a plurality of said locations along the path.

45. A gaming device comprising:
- a primary game operable upon a wager by a player;
  - a first location;
  - a second location;
  - 5 a plurality of locations, wherein a plurality of said locations form a path between said first location and said second location;
  - a plurality of awards associated with a plurality of said locations along the path;
  - at least one symbol adapted to make a plurality of moves to a
  - 10 plurality of the locations;
  - at least one setback condition associated with at least one location along the path; and
  - a triggering event associated with said primary game, wherein after the occurrence of said triggering event the symbol is moved along the
  - 15 path from the first location to one of the locations toward the second location, the player is provided any award associated with the location of the symbol, the symbol is relocated to one of the locations along the path toward the first location and further from the second location if the symbol moves to the location associated with the setback condition, and the symbol is moved to
  - 20 another one of the locations toward the second location and further from the first location wherein the movement of the symbol terminates if the symbol is moved to one of the locations that is not between the first location and the second location.
- 25 46. The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.
- 30 47. The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

48. The gaming device of Claim 45, which includes at least one advance condition associated with at least one location along the path.

49. The gaming device of Claim 48, wherein the symbol is relocated  
5 to one of the locations toward the second location and further from the first location if the symbol moves to the location associated with the advance condition.

50. The gaming device of Claim 45, which includes a plurality of  
10 setback conditions associated with a plurality of the locations along the path.

51. A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of locations including a first location,  
15 wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) relocating said symbol from the first location if said  
20 setback condition is associated with the location of the player symbol;

(d) repeating steps (b) to (c) until the symbol is moved to the first location; and

(e) providing a player an award based on the number of locations the symbol is moved to before the symbol is moved to the first  
25 location.

52. The method of Claim 51, which includes the step of relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

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53. The method of Claim 51, which is operated through a data network.

54. The method of Claim 53, wherein the data network includes an internet.

55. A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) providing a player any award associated with the location of the player symbol;

(d) relocating said symbol further from the first location if said setback condition is associated with the location of the player symbol; and

(e) repeating steps (b) to (d) until the symbol is moved to the first location.

56. The method of Claim 55, which includes the step of relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

57. The method of Claim 55, which is operated through a data network.

58. The method of Claim 57, wherein the data network includes an internet.

59. A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of locations including a first location, wherein a plurality of said locations along a path are each associated with an  
5 award and at least one location is associated with a setback condition;

(b) determining movement of a player symbol along the path toward the first location;

(c) relocating said symbol further from the first location if said setback condition is associated with the location of the player symbol;

10 (d) repeating steps (b) to (c) until the symbol is moved to the first location; and

(e) providing a player an award based on any award associated with any of the locations the symbol is moved to and the number of locations the symbol is moved to before the symbol moves to the first  
15 location.

60. The method of Claim 59, which includes the step of relocating the player symbol to one of the locations toward the first location if an advance condition is associated with the location of the player symbol.

20 61. The method of Claim 59, which is operated through a data network.

62. The method of Claim 61, wherein the data network includes an  
25 internet.



63. A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;
- (b) determining movement of a player symbol along the path from the first location and toward the second location;
- (c) relocating said symbol toward the first location and further from the second location if said setback condition is associated with the location of the player symbol;
- (d) repeating steps (b) to (c) until the symbol is moved to one of the locations that is not between the first location and the second location; and
- (e) providing a player an award based on the number of locations the symbol is moved to before the symbol is moved to one of the locations that is not between the first location and the second location.

64. The method of Claim 63, which includes the step of relocating the player symbol to one of the locations toward the second location and further from the first location if an advance condition is associated with the location of the player symbol.

65. The method of Claim 63, which is operated through a data network.

66. The method of Claim 65, wherein the data network includes an internet.

67. A method of operating a gaming device, said method comprising the steps of:

- (a) displaying a first location, a second location and a plurality of locations along a path between said first location and said second location, wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;
- (b) determining movement of a player symbol along the path from the first location and toward the second location;
- (c) providing a player any award associated with the location of the player symbol;
- (d) relocating said symbol toward the first location and further from the second location if said setback condition is associated with the location of the player symbol; and
- (e) repeating steps (b) to (d) until the symbol is moved to one of the locations that is not between the first location and the second location.

68. The method of Claim 67, which includes the step of relocating the player symbol to one of the locations toward the second location and further from the first location if an advance condition is associated with the location of the player symbol.

69. The method of Claim 67, which is operated through a data network.

70. The method of Claim 69, wherein the data network includes an internet.